

NÜFEKOP

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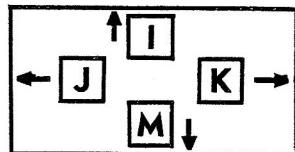
PRESENTS

VIKMAN

DON'T STOP NOW, YOU'VE GOT THREE MONSTERS RIGHT ON YOUR TRAIL. ALL YOU NEED TO DO IS EAT A FEW MORE DOTS AND YOU'LL COMPLETE YOUR FIRST MISSION. THE MONSTERS ARE CLOSING IN ON YOU. GOOD LUCK!!

REQUIRED

5K COMMODORE VIC 20 COMPUTER
COMMODORE TAPE PLAYER



LOADING

TURN COMPUTER ON, INSERT TAPE INTO PLAYER AND REWIND. PRESS AND HOLD DOWN THE SHIFT KEY THEN PRESS AND RELEASE THE RUN/STOP KEY. NOW RELEASE THE SHIFT KEY AND PRESS "PLAY" ON TAPE. AFTER A FEW SECONDS THE SCREEN SHOULD SAY LOADING. IF NOT, REWIND TAPE AND START LOADING PROCEDURE OVER.

OPTIONS

AS SOON AS THE GAME LOADS IN, IT WILL ASK "HOW MANY MONSTERS(1-3)?". IF YOU TYPE '1' (RETURN), YOU WILL ONLY HAVE ONE MONSTER TO DEAL WITH BUT HE WILL MOVE EXACTLY THE SAME SPEED AS YOU. WITH 2 OR 3 MONSTERS YOU WILL HAVE A SPEED ADVANTAGE OVER THEM BUT YOU WILL HAVE MORE TO CONTEND WITH SO TRY THEM ALL AND FIND WHICH ONE SUITS YOUR SKILL AND TASTES.

PLAY

YOU CONTROL THE ROUND PLAYER AT THE TOP OF THE SCREEN USING THE KEYS PICTURED ABOVE. IF YOU HAVE JOYSTICK VERSION OF VIKMAN THEN YOU USE UP, DOWN, LEFT, AND RIGHT OF JOYSTICK TO MOVE PLAYER. THE OBJECT OF THE GAME IS TO CLEAR AWAY THE DOTS WITHOUT A MONSTER POUNCING ON YOU. YOU WILL RECEIVE BONUS LIVES AFTER CLEARING YOUR 2,4, AND 6'TH SCREENS (IF YOU CAN MAKE IT THAT FAR). AFTER LOSING ALL OF YOUR LIVES (SHOWN IN THE UPPER RIGHT OF SCREEN) THE GAME DISPLAYS YOUR FINAL SCORE THEN ENDS. TO PLAY AGAIN, HIT THE SPACE BAR.